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LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT SYSTEM®

PRINTED IN JAPAN

THANK YOU FOR SELECTING THE FUN-FILLED "SILKWORM" GAME PAK BY AMERICAN SAMMY CORPORATION.

THIS GAME IS
LICENSED BY NINTENDO®
FOR PLAY ON THE
Nintendo
ENTERTAINMENT SYSTEM®

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This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment Systems®

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) Avoid subjecting this high precision Game Pak to extreme temperatures and shock. Furthermore, never attempt to disassemble your game pak

2) Do avoid touching the connectors. Store the game pak in its protective STORAGE case.

3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

4) Pause for 10-15 minutes after 2 hours or more of continuous game playing. This will extend the life of your game pak.

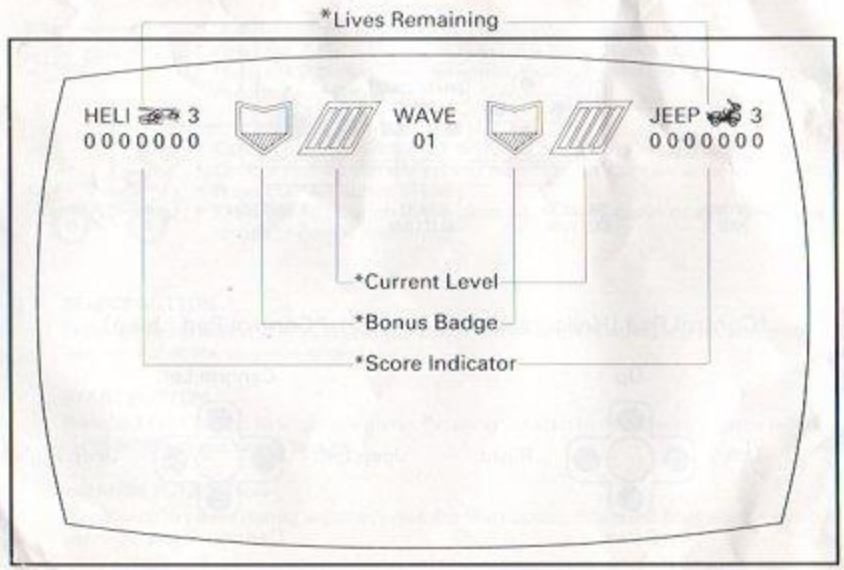
• *Please note that this game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.*

1. GAME STORY

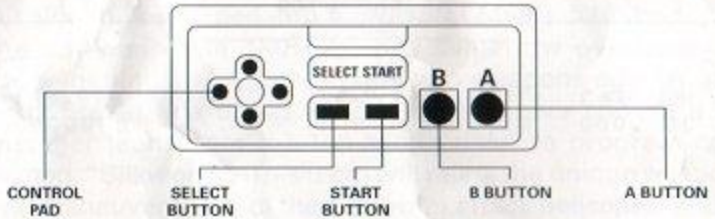
A solution has turned into a problem! Man's solution to war, the artificial brain "MHC2", has somehow overridden its programming and is turning our own weapons against us. In response to this threat, world leaders have chosen a two member team from the top-secret defense program code-named, **"Silkworm"**. This team will utilize the unique weaponry and maneuverability of the **Silkworm attack helicopter** and the **Silkworm interceptor jeep** to infiltrate MHC2's defenses and eradicate the threat. To do so will take every ounce of the team's strength, reflexes and determination.

MHC2 has issued its ultimatum: "Surrender! Worship me as your god or DIE!" Intelligence recommends extreme caution. Beware of MHC2's trickery! The world is anxiously waiting–will the **Silkworm** team succeed or will they fail? Only time will tell!

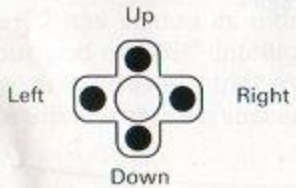
2. SCREEN DISPLAY



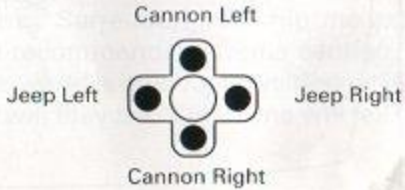
3. CONTROLLER PARTS AND OPERATING INSTRUCTIONS



*Control Pad (Helicopter)



*Control Pad (Jeep)



3. CONTROLLER PARTS AND OPERATING INSTRUCTIONS (CONT.)

- Use the control pad to move the chopper in eight directions.
- Press the A button to angle helicopter fire downward.
- Press the B button to fire cannons. Holding down the "B" button results in continuous firing

- Control pad movement left and right moves the vehicle only.
- Control pad movement up and down rotates the cannon left and right.
- Press the "A" button to jump.
- Press the "B" button to fire cannons. Holding down on the "B" button results in continuous firing.

SELECT BUTTON

Press the select button to indicate your choice of vehicle at the opening screen, and to decide 'yes' or 'no' at the continue screen.

START BUTTON

Press the Start button to begin the game. Pressing the start button during a game will turn on or off the pause mode feature.

<<PAUSE FUNCTION>>

If you wish to pause during a game, press the Start button. Press the Start button again to continue play.

4. HOW TO PLAY

Silkworm consists of seven waves and a final confrontation. Alone or with a friend, you can battle your way to reach the base of MHC2. In the single player game you can choose either vehicle, the helicopter or the jeep. For the one player game use the #1 controller. In the two player game, the #1 controller is used for the helicopter, while #2 controller is used for the jeep.

You start with three vehicles each. Once you have gained 50,000 points, one more vehicle will be added to your inventory.

Your helicopter and jeep are equipped with a cannon capable of firing ammo in two directions. By capturing the "Twin Item", your fire power will be doubled. Your vehicle's speed can be increased by capturing the "Turbo Item".

You are allowed only two additional continuations. When they are gone the "Game Over" sign will appear.

At the end of each wave, you will be confronted with a major enemy sent by the computer to destroy you. These enemies are very powerful and heavily armored. You will have to discover the 'weak' point of each enemy by watching for the white flash of a hit being scored. You will be rewarded with some great graphics if your mission is successful–so keep trying! Good Luck!

5. CONTINUE OPTION

Silkworm offers the player two options to continue a game after all your vehicles have been eliminated. If you select 'yes' on the continue screen, you will begin the wave over again. Scores are not carried over into the continued game.

6. SHIELDS

This item will appear whenever you destroy a land mine. If you capture it, your vehicle will be surrounded by an energy field. For the short time it lasts, you will be invincible! Another option you have with this item is to continue to shoot its energy field or touch it while maintaining another field; it will turn red and explode, destroying all enemies on the screen.

7. BONUS BADGES

Bonus Badges are awarded as players accumulate bonus items. It takes approximately four bonus items to move up to the next Bonus Badge. Once a player has accumulated fifteen bonus items, the Captain's badge is awarded and remains with that player throughout the rest of the game.

Ensign's Badge

Players begin Wave 1 with this badge. As bonus items are picked up, the bars next to it will fill with color. After picking up the fifth Bonus Item, the player will be promoted to Lieutenant.

Lieutenant's Badge

Retaining 5-9 Bonus items qualifies you for this badge.

Commander's Badge

Retain 10-14 bonus items and you will be awarded the honor of having this badge.

Captain's Badge

Capturing and retaining 15 or more Bonus Items qualifies you for the prestigious award of the Captain's Badge. This badge also allows you to retain your 'twin sphere' firing power until your game is over!

8. BONUS ITEMS

Bonus items will appear only after you have destroyed the MH Snakehead helicopter (an enemy which is created by the joining of four other smaller copters). These items will vary depending on the items you have previously captured and will progress in this order: Twin Sphere, Turbo Card, and Bonus Pod.

Twin Sphere: A Twin Sphere will appear only if you 've captured no other bonus items. Capturing this item allows your vehicle to double its firepower!

Turbo Card: A Turbo Card will appear after you have captured the Twin sphere item. Capturing this item allows your vehicle to dramatically increase its speed and maneuverability!

Eagle Emblem: A Eagle Emblem will appear sometime in wave four or five. If you can capture this item, your score will be increased by 100,000 points!

Bonus Pod: A Bonus Pod will appear if the player has retained a Twin Sphere and Turbo Card. This pod will add to the player's score an additional 10,000 points!

Condor Emblem: A Condor Emblem will appear instead of the Eagle Emblem only if you have the Condor Badge. If you capture this item, your score will be increased by 500,000 points!

9. ENEMIES AND POINT VALUES

PV = POINT VALUE
RV = RESISTANT VALUE

MH RAVEN
PV = 200
RV = 1

MH VULTURE
PV = 400
RV = 1

MH HAWK
PV = 200
RV = 1

MH RED DOG
PV = 400
RV = 1

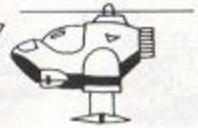
MH WHITE DOG
PV = 100
RV = 1

MH MAD DOG
PV = 10
RV = 1

MH GREEN DOG
PV = 100
RV = 3

MH DEMON DOG
PV = N/A
RV = N/A

MH SNAKEHEAD
PV = 2000
RV Wave 1-4 = 8
RV Wave 5-7 = 12

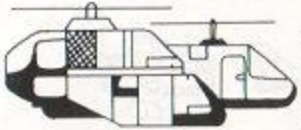


MH HOPPER
PV = 200
RV = 1

C12 BOMBER
PV = 200
RV = 1

MH HOVER BLADE
PV = 400
RV = 8

MH HORNET
PV = 200
RV = 1



C2 TRANSPORT
PV = N/A
RV = N/A

MH STINGERS
PV = 100
RV = 1

MH SHARKBITE
PV = 400
RV = 1

MH BARRACUDA
PV = 200
RV = 1

C2 RAT HOPPER
PV = 100
RV = 1

MH JACKAL
PV = 100
RV = 1

C2 STREAKER
PV = 400
RV = 1

C2 GREYSNAKE
PV = 100
RV = 1

C2 METALSNAKE
PV = 100
RV = 1

C2 STEELHEAD
PV = 100
RV = 1

C2 SILVERSNAKE
PV = N/A
RV = N/A

ANTIGRAV MINE
PV = 500
RV = 10

C2 SNAKEHEAD
PV = 2000
RV = 12

C2 ARROW
PV = 200
RV = 1

C2 FISH HOOK
PV = 400
RV = 1

C2 BOUNDER
PV = 200
RV = 1

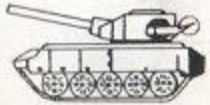
C2 STEALTHSHIP
PV = 400
RV = 1

C2 TURRET
PV = 200
RV = 8

MH1 TANK
PV = 200
RV = 1

MH1 AV
PV = 300
RV = 6

MH MULTIGUN
PV = 500
RV = 8



C2 HANK
PV = 100
RV = 6

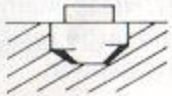
C2 ROBOHEAD
PV = 700
RV = 6

MH SNAPPER
PV = 200
RV = 6

C2 AA CANNON
PV = 200
RV = 3

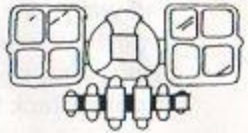
SHIELDED SILO
PV = 100
RV = 1 (open)
RV = 6 (closed)

C2 TRICANNON
PV = 100
RV = 3



LAND MINE
PV = 200
RV = 2

DEFENSE WALL
PV = 10,000
RV = 3



C2 LASERSHINE
PV = 100
RV = 1

C2 SEEKER
PV = 200
RV = 1

C2 VENOM
PV = N/A
RV =N/A

MH SILKWORM
PV = N/A
RV = N/A

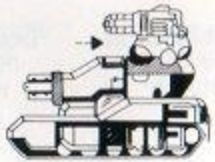
C2 SILKWORM
PV = N/A
RV = N/A

*** MAIN TARGETS ***

HC sends a powerful enemy to prevent you from moving from one wave to another. Should this enemy defeat you, you must begin that wave over from its start. These enemies have enormous fire-power, special defenses, and large resistance values. You should attack them with extreme caution.

WAVE 1

THE DESTRUCTOR
PV = N/A
RV (1 player heli) = 20
RV (1 player jeep) = 10
RV (2 player game) = 35

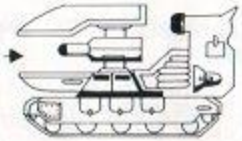


WAVE 2

MH HELIDEATH
RV (1 player heli) = 45
RV (1 player jeep) = 50
RV (2 player game) = 65

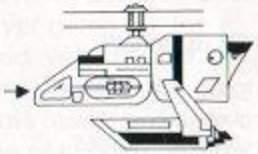
WAVE 3

C2 TURTLESHELL
PV = N/A
RV (1 player heli) = 30
RV (1 player jeep) = 15
RV (2 player game) = 40



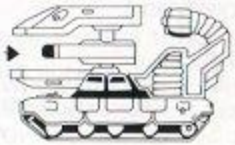
WAVE 4

MH SCORPION
PV = N/A
RV (1 player heli) = 55
RV (1 player jeep) = 55
RV (2 player game) = 70



WAVE 5

MH CLAMSHELL
PV = N/A
RV (1 player heli) = 45
RV (1 player jeep) = 25
RV (2 player game) = 55

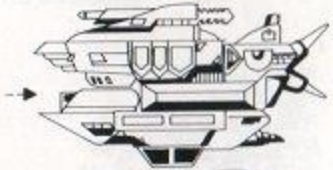


WAVE 6

C2 BUMBLEBEE
PV = N/A
RV (1 player heli) = 25
RV (1 player jeep) = 25
RV (2 player game) = 45

WAVE 7

C2 BATTLE CRUISER
PV = N/A
RV (1 player heli) = 35
RV (1 player jeep) = 45
RV (2 player game) = 55



FINAL CONFRONTATION

MHC2
PV = N/A
RV (1 player heli) = UNKNOWN
RV (1 player jeep) = UNKNOWN
RV (2 player game) = UNKNOWN

10. HINTS

- Avoid contact with all indestructible enemies–especially the Silkworm and Venom missiles.
- Silkworm missiles can be avoided by the helicopter if it flies at the very bottom of the screen. This does not apply against the main enemies at the end of a wave.
- Use the different capabilities and firing patterns of both vehicles to 'cover' each other in the 2 player game.
- Try to rapidly shoot the second vehicle of the MH and C2 Snakehead before it actually forms. With a little practice you will be rewarded with two bonus items instead of only one!
- Each wave's main enemy has one or two 'vulnerable' spots. The white flash will help you know whenever you have scored an actual hit.
- The helicopter is especially effective against the main enemies which descend from the top of the screen. Simply match your descent and keep firing head to head.

90-DAY LIMITED WARRANTY AMERICAN SAMMY GAME PAKS

90-DAY LIMITED WARRANTY:

American Sammy Corporation ("American Sammy") warrants to the original consumer that this AMERICAN SAMMY Game Pak ("PAK") (not including Game Pak Accessories or ROBOT ACCESSORIES) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during 90-day warranty period, American Sammy will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the American Sammy Division of the problem requiring warranty service by calling: (213) 320-7167.
3. If the American Sammy service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

American Sammy Corporation Consumer Division
2421 205th Street, Suite D-104, Torrance, CA 90501

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact American Sammy Consumer Service Division at the phone number noted above. If the American Sammy service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to American Sammy, enclosing a check or money order for $10.00 payable to American Sammy Corporation. American Sammy will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL AMERICAN SAMMY BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion, of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver.
— Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.